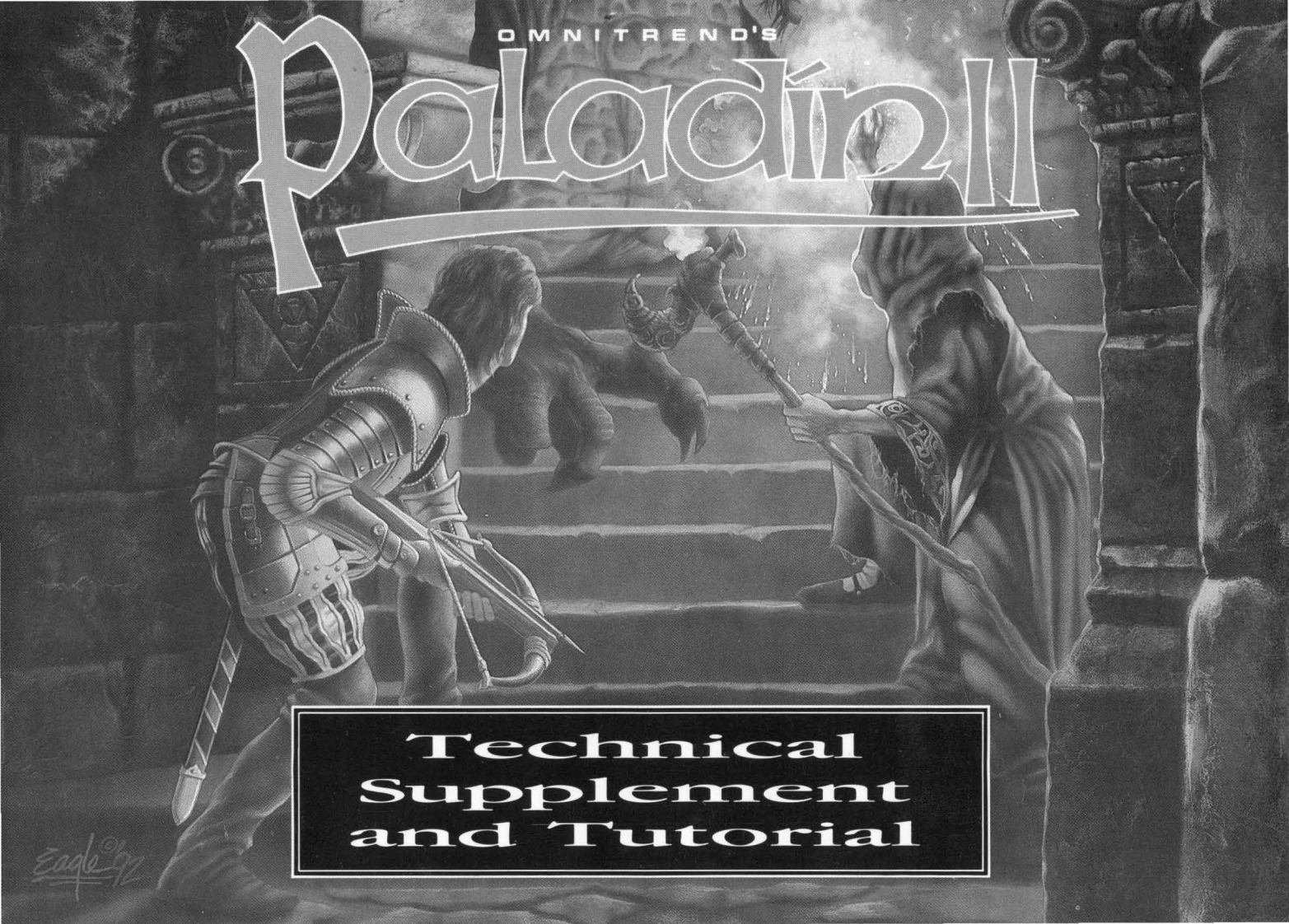
OMNITREND'S
Paladin II
Technical Supplement and Tutorial
Eagle ©'92

Paladin 2
Technical Supplement and Tutorial

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Technical Support Line

If you any problems installing or running this game, call our Technical Support Line at (203) 676-0127, and a member of our Support staff will assist you. Hours are 9 a.m. to 5:30 p.m. E.S.T., Monday through Friday.

IBM PC - Installation and Loading

Paladin 2 cannot be run from a floppy drive - it must be installed to a hard disk. When fully installed, it will take up just over one megabyte of hard drive space.

Hard Drive Installation

First, switch on the computer. If WINDOWS, DOSSHELL or other menu programs appear automatically when you turn on your computer, you should exit them now.

In either case, you should now be at the DOS prompt, where you can enter commands. The prompt should look something like either "**A:\>**" or "**C:\>**". Insert the Game Disk (or Disk 1, if you are using the 5.25" disks) into a floppy drive, and type

A: <ENTER>

or

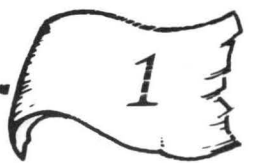
B: <ENTER>

— to access whichever drive the disk is in.

Then, type

INSTALL <ENTER>

and the installation program should begin. Follow the on-screen instructions—the process is self-explanatory. Soundcard and Mouse support are selected at this time. When completed, the program should be ready to be run from the hard drive.



Sound, Music and Soundcard Support

During the installation program, you will be prompted to select an option for producing sound effects. If you own an AdLib card, it will produce music during the game. If you own a Sound Blaster or compatible card, you will hear music and digitized sound effects.

If you later install a different kind of soundcard in your computer, you must re-install the game from the hard drive. Running INSTALL from the hard drive only re-configures the program; you do not have to copy any files over from the original disks.

Playing from the Hard Drive

If you do not still have the computer on, do so now, and get to the DOS prompt as described above. From the DOS prompt, type

C: <ENTER>

or

D: <ENTER>

or even **E:**, if necessary, to access the hard drive where you installed Paladin 2. Then, type

CD\PALADIN2 <ENTER>

to select the directory which contains Paladin 2. Then type

PALADIN2 <ENTER>

to play Paladin 2, or

BUILDER <ENTER>

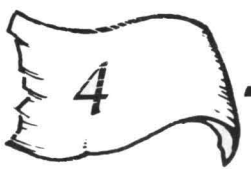
to run the Builder program.

Amiga - Installation and Loading

Turn the machine on and insert the Game Disk into drive DF0:.

Double-click on the **PALADIN2** icon to **play the game from floppy disks,** or the **BUILDER** icon to **run the builder program.** Note that you can also run the builder from the Quest disk.

To **install the game to a hard disk,** insert the Game Disk and double-click on the **INSTALL-to-HD** icon. Then just follow the instructions. *Remember that any device name (such as DF0:) must end with a colon.*



Setting Game Options

The game will start by displaying the titles and credits. After the screen displaying the dragon appears, the game will take a few moments to load in the rest of the game. Then, you will be given the option to enable or disable **animation** and **music.**

The default settings for the game are to have animation and music **enabled.** To change that, just point the mouse at either the walking man (for Animation) or the musical note (for Music), and click the left button to change them. The icons' appearance will change to reflect your new selections. When you are ready to begin the game, click on the arrow icon to continue.

(Can't wait to start your first quest? No problem. By the time you finish this tutorial, you will have created your first Paladin, enrolled in your first quest, gotten to know and handle the various members of your party, explored some terrain, and vanquished your first foe!)

First, make sure you have installed and run the program. Instructions on how to do so are in the **Installing and Loading Paladin 2** section of this booklet.

Creating a Paladin and Selecting a Quest

If you have correctly followed those instructions, you should be looking at the Quest Enrollment screen. This is where you choose which of the many scenarios and characters available you wish to use in your game.

The first thing you will have to do is create a Paladin character. Information on Paladins is found in the window in the upper right of the screen. Move the mouse pointer over the **Create** button in that area, and press the left mouse button. You will be asked to name the new

hero. Type in any name you choose, and end by pressing ENTER. A new Paladin now appears in the window. The word **"Available"** appears next to him or her, indicating that the character is not currently engaged in a quest, and so can be used. The new character should also be highlighted, meaning that it is the currently selected Paladin. If it isn't, click on it to select it.

Now you have to select a quest for your new Paladin to go on. Quests are listed in the window on the left side of the screen. Click on **"Delving,"** found at the top of the list, to choose that one. You will see from the information in the window that this quest is an **easy** one.

Having selected a hero and an adventure, you are ready to play a game. Look to the **Quests in Progress** window, located below the Paladins Available window. Click on **Make,** and enter a name for your new game when prompted. Next, you will be prompted to select the level of difficulty. Choose **Beginner** for this first game.

After a moment, the new game will appear in the Quests in Progress window. Click on the **Play** button to actually begin the game.

The Main Screen - Getting Quest Information

The Quest will load in, and you will be shown the main game screen. The large display to the left shows the area around the character you are controlling at any given time. The armored figure in the center of the display is the Paladin. The red pentacle he is standing on is the Entry Square. Everyone in your party enters the quest through this.

To the right, your Paladin's battle statistics are shown. Below them are the icons you click on to give orders. You will be controlling your Paladin **first,** and each of the other party members in turn after that.

The first thing you will want to do is have a look at the introductory quest briefing. Bring this up by clicking on **Briefing**—the "opened scroll" icon next to the question-mark, Identify icon. A scroll will appear, displaying some information on your Quest. When you have read it, click anywhere to go back to the main display.

Now check out your objectives in this quest by clicking on **Victory Conditions,** which is a "closed scrolls" icon, next to the Briefing icon. The goals that appear here have boxes drawn next to them; when these goals are completed, the boxes will be checked off.

Moving the Paladin

Now, let's get your characters moving. Click on your Paladin, and **hold the button down.** Then, drag the mouse straight up to the top of the terrain display. Release the button, and the character should walk north, to the top of the screen. When he stops, the display will recenter on the Paladin in his new location. Repeat the process, and your Paladin should approach the front wall of a large house. Keep an eye on your movement points, displayed on the statistics window to the right — you will see them decrease as you enter each movement command. Now move your Paladin again, to the space directly below the door. You should only have to move north to get there, but you can use this method to trace a path in any direction.

Opening Doors

Now, go to the icons on the right, and click on the one which looks like a **wooden door.** This is the **open door** icon. When you use it, the mouse pointer should become a key. Click with this on the door in front of the Paladin, and it should open up. However, if you took a more roundabout route to the door, your Paladin may not have enough movement points left to open it. In that case, you will have to do it at the start of the next round. Otherwise when the door opens, move your Paladin north again — straight through the door and into the house.

Controlling other Characters

If you have only been moving north, your Paladin should run completely out of movement points after walking three spaces into the house. If so, the game should automatically switch control to the next character in your party. If not, leave your Paladin for now. Click on the **Next Man** icon—the one with two human figures on it.

The terrain display should now have jumped back to a your next character, and the area surrounding him. He is standing on the Entry Pentagram, so you should move him directly north as well. Do so repeatedly, until he is right below the Paladin. Even though his **Moves** statistic on the right should indicate that he has some movement points left, the swordsman is stuck behind the Paladin, so you won't be able to move him any further this round.

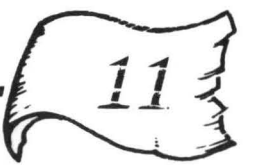
At this point, you would normally click on **Next Man,** and start to bring your other characters into the adventure. If you want to, you can do so, and walk all of your characters as far into the house as possible. However, if you would rather get your Paladin doing something more interesting quickly, click on the **End Phase** icon—it looks like a stopwatch. The enemy will now have their chance to move and attack. However, since you haven't run into any of them yet, the Enemy Phase will finish quickly and uneventfully.

Fighting an Opponent

When the Enemy Phase finishes, the battle statistics of your Paladin will return to the statistics window on the right. Your Paladin should be diagonally adjacent to another door—one in the right hand wall this time. If he is not, move him there. Now click on the **Open Door** icon, and then on the door itself. As before, the door should open. Move your Paladin diagonally northeast, three squares into the room. When you finish the move, you should see a Troll off to the east. Move your character a little in that direction, until he is standing next to it.

Your Paladin should now be directly to the west of the Troll, facing it. If he is not directly facing the Troll, you should turn him around to do so. To face in a new direction, click the **right** mouse button on top of a square next to your current character, and he should turn to face that square. So click on the troll with the **right** mouse button to face it.

Now, you should be ready to attack the troll. To hit an adjacent creature with your sword, you just have to click on it with the **left** mouse button. (Swinging a sword costs three movement points, so you can only attack when you have three movement points left in the current phase.)



Left-click on the Troll repeatedly, until your Paladin runs out of movement points. After a successful sword blow, you will see a **small skull** appear over the Troll's head. If you are lucky, a **large skull** will appear, meaning your Paladin has killed it single-handedly! If not, you can select your next character, move him next to the Troll, and make him attack. If the Troll is still alive (and laughing at you) after every available character has taken a swing at him, you will eventually have to end the turn, and let it strike back. If that happens, click on the **Next Round** icon again, and hope the Troll doesn't get in a lucky blow! Then, your Paladin and the party can have another shot at him.

Eventually, the Troll will fall, and you will be ready to move on. Take your remaining characters, exit the room, and go into the next one. After that, review the quest objectives, and keep exploring the house!

Read the Manual

All of these commands, and many more, are described in more detail in the manual. Happy Questing!

Keyboard Commands

Many of the keys listed below can be used as "hot-keys," or shortcuts for mouse-users. Additionally, the entire game can be controlled from the keyboard, but we highly recommend the use of a **100% Microsoft-compatible mouse.**

Keyboard Commands - Main Program

Game Options

A	Animation toggle
S	Sound toggle
CONTROL-R	End

Quest Enrollment

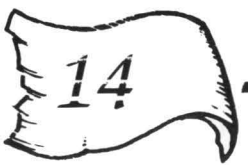
Space or Tab	Select window
Cursor up/down	Highlight item
F1	Help
A	Add scenario disk
R	Remove scenarios
C	Create Paladin
E	Examine Paladin
D	Delete Paladin
M	Make game
P	Play game
S	Stop game

Q	Quit
E	Experienced level game
B	Beginner level game

In-Game Keys

B	Briefing
C	Cast spell
D	Drop item
I	Information
K	Unlock door
L	List party
N	Next person
O	Quest orders
P	Trace path
R	Next round
S	Stairs
T	Take item
U	Use item
W	See local map
Z	Attack

F1	Save / quit
F5	Toggle animation
F6	Toggle cursors
F7	Toggle grid
F8	Toggle sound
F9	Set combat message speed
Shift-cursor	Move character



Spells

S	Cast spell
C	Cancel
Cursor up/down	Select spell

List Party

O	OK
C	Change character
S/G	Next stats/gear

Take / Open Door

Use numeric keypad keys 1-9 to indicate the desired direction.

Use / Drop

Use PgUp and PgDn to scroll through items, cursor keys to select items, C to cancel and U/D to confirm Use/Drop, respectively.

Keyboard Commands - Builder Program

General Editing

A	About
B	Edit briefing
C	Chain quest
D	Create new Paladin
E	Examine Paladin
F	Modify character
I	Palette cursor up
J	Palette cursor left
K	Palette cursor right
L	Fill level
M	Palette cursor down
N	Name scenario
O	Thread objects
P	Thread opponents
Q	Import Paladin
R	Create new character
S	Fill screen
T	Totals
U	Undo
V	Victory conditions
W	Whole map
X	Thread text
Y	Copy level
Z	Place piece
-	Down level
+	Up level
[	Previous palette
]	Next palette
Space bar	Edit terrain text
Shift-Z (on object)	Edit object text
Shift-Z (on opponent)	Edit opponent

Function Keys

F1	New quest
F2	Open quest
F3	Save quest
F4	Close quest
F5	Quit
F6	Toggle cursors
F7	Toggle grid
F9	New disk

Victory Conditions

Alt-R	Rescue prisoners
Alt-C	Capture scrolls
Alt-E	Exit combat area
Alt-K	Kill n% of foes
Alt-D	Destroy scrolls
Alt-H	Hold sentry posts
Alt-O	OK

Briefing

Alt-O	OK

Name Quest

Alt-E	Easy
Alt-M	Medium
Alt-H	Hard
Alt-V	Very hard
Alt-O	OK

Chain Quest

PgUp, PgDn	Scroll through list
Cursor keys	Select quest
Alt-C	Confirm selection
Alt-R	Cancel selection

New Character

Alt-S	Swordsman
Alt-R	Ranger
Alt-T	Thief
Alt-M	Mage
Alt-O	OK

Modify Characters

R	Remove
O	Outfit
E	Examine
D	Done
Cursor up/down	Move selector
PgUp/PgDn	Move page

Outfit Character

Alt-O	Exit
RETURN	Change edit box

Examine Character

Alt-O	OK
RETURN	Change edit box

Fill Level

Y	Yes
N	No

Copy Level

1, 2, 3, 4, 5	Select level
O	OK
C	Cancel

Edit Opponents' Stats

Alt-W	Wounded
Alt-B	Bad
Alt-F	Fair
Alt-G	Good
Alt-O	OK
RETURN	Change edit box

Import Paladin

P	Paladin
B	Breach 2 squad leader
S	Select Paladin
C	Cancel
E	Examine Paladin
H	Change path
Q	Change quest disk
S	Save for Paladin 2
C	Cancel
Cursor up/down	Move select bar
PgUp, PgDn	Change page

Open Quest

Cursor up/down	Select quest
PgUp, PgDn	Change page
L	Load
C	Cancel

General Keys

Alt-Y	Yes
Alt-N	No
Alt-O	OK
Alt-C	Cancel

Impressions